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For 1 player / Ages 8 and up

**INSTRUCTION MANUAL**

P/N 823A7110 Rev.A

Dear Brain Gamers,

I am delighted that you are one of the millions of people who want to keep their minds sharp and have fun doing it. After two decades studying how we can improve memory and prevent Alzheimer's disease, I have found there is a lot we can do. Genetics accounts for only about a third of what determines our health as we age – that means that simple, everyday lifestyle choices have a major impact on our memory and brain fitness. My books, *The Memory Bible*, *The Memory Prescription*, and *The Longevity Bible*, detail my strategies – physical and mental exercise, stress reduction techniques, the Healthy Brain Diet, and more – to boost your brain power and live longer, better. However, you are well on your way to boosting your brain power by playing *Brain Games*.

*Brain Games* will teach you my basic memory technique – *Look, Snap, Connect* – and help you perfect these strategies. Besides being fun to play, *Brain Games* will help your memory abilities improve almost immediately. You will also “cross-train” your brain with left-brain (verbal memory and logical skills – e.g., writing letters) and right-brain (visual memory and mental skills – e.g., reading maps) games. *Brain Games* lets you monitor your progress, while setting and increasing a pace that works for your memory ability as you train your brain and gauge your improvement.

You can use *Look, Snap, Connect* for everyday memory tasks (lists, errands, names and faces) and build on this basic technique to become a memory champion. First master the basic skill:

- **Look** – learn to focus your attention on the new information you wish to remember. Slow down, take a deep breath, and ignore distractions.
- **Snap** – create a mental snapshot or visual image in your mind's eye of what you want to remember. Make it personal and give it detail to help fix it into your memory.
- **Connect** – link up your mental snapshots in your mind's eye. This association step helps put the new memories into context and helps you retrieve them later when you need them.

To remember a list of errands, create a story using *Look, Snap, Connect*: You need to stop at the store to get some aspirin and a hair brush before you meet your sister. In your mind's eye, you see your sister taking some aspirin and then brushing her hair.

For learning and recalling names and faces, think up a *Name Snap* and a *Face Snap* – then *Connect* these mental pictures or *Snaps* together. Thinking of a visual image or *Snap* for a name can be easy: See a house for Mr. House, a gold coin for Ms. Gold, or a carnival worker for Mrs. Carney. For more complex names, combine visual words that sound like the name – see Mr. *Domachow* eating chicken chow mein under a dome. For a face snap, look for a distinguishing feature and then connect it to the name snap. If Mrs. Washington has prominent lips, see her kissing George Washington on the lips. At first it may seem a bit wacky; however, you'll not only have fun but you'll improve your everyday memory skills. Remembering names and faces is the most common memory complaint.

Our research group at UCLA has studied the effectiveness of *Look, Snap, Connect*, along with other lifestyle strategies that improve memory and brain health. We found that after only two weeks, these techniques have a significant effect on memory performance scores and dramatically increase brain efficiency. The more you play *Brain Games*, the better you'll get at it and the more brain power you'll have.

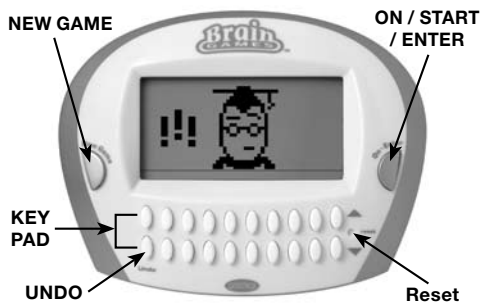
To find out more about the creation of *Brain Games*, visit [www.drgarysmall.com](http://www.drgarysmall.com) and [www.brainstorminginc.com](http://www.brainstorminginc.com).

Have fun,

Dr. Gary Small

**Ready to Cross-Train Your Brain!**

Brain Games is a mind stimulating activity for your brain. It's time to test yourself! Whether you choose to enter the training session or jump right into the BRAIN-CHECK mode, *Brain Games* will be sure to challenge your mind in several different ways.



**BUTTONS**

**ON / START / ENTER** – Press the ON button to power on the game. By using the SCROLL buttons on the far right of the key pad, toggle through the different game modes. Once your mode is highlighted, press ENTER to select. Next, select the skill level at which you wish to play at. Press ENTER to start the game and confirm selection.

**NEW GAME** – Press this button for two seconds to quit your current game, and select your choice of modes.

**END ROUND** – This allows you to end the current game and calculates the score up to that point. This may be most useful in the Word Hunt game when you can not think of any more words, but there is still time remaining. Or Recall when you have already memorised words and there is still time remaining.

**NEW GAME** – This allows you to cancel the current game and return to the Main Menu. If selected during Braincheck mode, it will cancel your score for that session.

**KEY PAD** – Press these buttons when playing each of the exercises. The various keys will work in different ways with each of the games. Most of the time, they will represent the same layout as shown on screen or correspond to the numbers at the bottom of the screen.

**UNDO** – In some games you can use this button to reverse or UNDO a selection, prior to pressing ENTER.

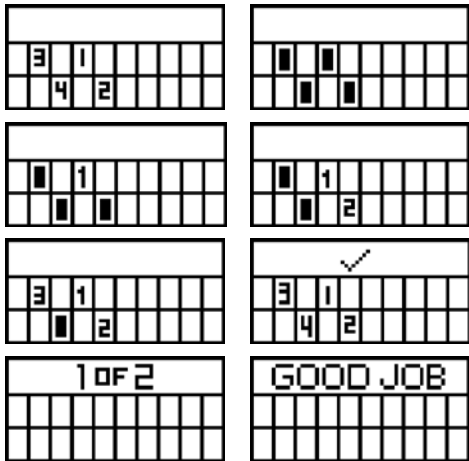
**RESET** – When a blunt point is inserted, this button will RESET the game to its original factory settings.

**MAIN MENU**

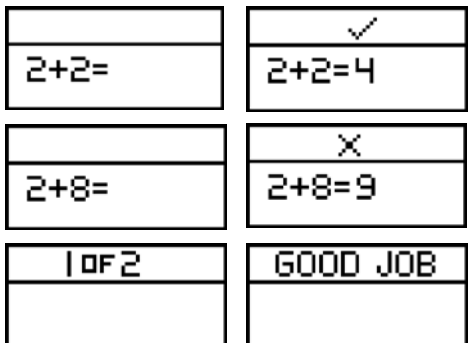
**BRAINCHECK** – Select BRAINCHECK from the Main Menu to start your daily exercise program. Choose the skill level you wish to play at, and that's it! *Brain Games* will now run you through the 5 different exercises (described below) of your routine. This is the mode that you will be tested in and that will record your score. You can check this in the SCORE mode (see below). Remember to use the *Look, Snap, Connect* technique!

**TRAINING** – This is where you can train or practice the different brain games without affecting your score. After pressing the START button, select TRAINING. Use the SCROLL buttons to toggle through the five different exercises (Sequence, Flashcard, Mind Game, Word Hunt, and Recall) and press Enter to select. Next, choose the skill level you wish to play at. You are now ready to start your training session.

- **Sequence** – In this brain game your objective is to put the random numbers in the grid into the proper sequence or order (lowest to highest). The numbers in the top row of the grid correspond to the places of the buttons in the top row of the key pad. The numbers in the second row of the grid correspond to the places of the buttons in the second row of the key pad. If you select a number out of sequence an X will appear, and you will continue onto the next grid. If the sequence is correct, a check will appear. There will be several grids in each game. After completing the exercise, the game will display how many you got correct.



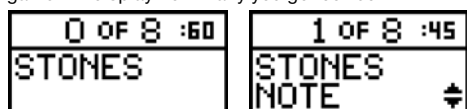
- **Flashcard** – In this brain game your objective is to add, subtract, multiply or divide the numbers that the exercise gives you. You must answer the equation with the correct answer using the key pads that align with the number bar at the bottom of the screen. Each question is timed. The higher the skill level, the harder the equation. After completing the exercise, the game will display how many you got correct.



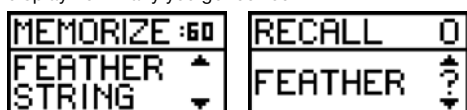
- **Mind Game** – In this brain game the objective is to keep track of how many thoughts are in the professor's head. The professor will tell you how many thoughts he has in his head at the beginning. You must add and subtract the thoughts (!) as they enter and exit his head, ending up with a final count at the end. You must then input the answer using the correct corresponding number keys on the key pad. After completing the exercise, the game will display how many you got correct.



- **Word Hunt** – In this brain game your objective is to use the letters the game gives you to make words. At the top of the screen you will be shown your word and the total number of words that can be formed out of that word. Each letter corresponds to the key pad button below. To select a letter, press the key pad button below that is aligned underneath it. To deselect, press the button that is aligned with the letter in the original word. After completing the exercise, the game will display how many you got correct.



- **Recall** – In this brain game you must recall a certain number of words after a period of time. This game will present you with a number of different words to memorise. After a period of time goes by you will be taken to the next brain game to return later. After you have completed the other brain games, you will return and be given an opportunity to recall as many of those words as possible. The game will give you the beginning letter and ending letter of the word as a hint. Use the ENTER button to put a check next to the words you recall based on the letters given. Scroll up and down with the SCROLL buttons. The display screen will show you how many existing words still need to be checked. Remember not all words are from your list, so only check the ones you know. After completing the exercise, the game will display how many you got correct.



**SCORE** – Choose SCORE from the Main Menu. The score option keeps a tally of every BRAINCHECK session played. This is a great way to measure your progress over time. After each BRAINCHECK session is played, an average (or percentage) is measured based on all 5 brain games that were played. These are recorded in the SCORE section. A bar chart is shown that represents how well you brain has flexed its muscle. The more you practice the exercises in TRAINING the stronger your brain's muscle will be for your BRAINCHECK testing.

**SOUND** – Choose SOUND from the Main Menu to adjust the volume of the sound higher or lower using the SCROLL buttons on the key pad.

**CONTRAST** – Choose CONTRAST from the Main Menu to adjust the brightness of the screen using the SCROLL buttons on the key pad.

**MEMORY** – Choose MEMORY from the Main Menu to clear all of your scoring information that is stored in Brain Games. You will be prompted to confirm whether you wish to clear out all of the MEMORY. Select Yes or No and then press ENTER. Once you clear the memory it can not be recovered.

**SLEEP MODE** – The unit will go to sleep if no buttons are pressed within 5 minutes, and can be awakened by pressing the button "ON - ENTER".

## BATTERY INSTALLATION

This game is powered by two (2) AAA (LR03) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two (2) AAA (LR03) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

## CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**
- **In an environment with radio frequency interference, the product may malfunction and require user to reset the product.**

## MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.

- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

**Please retain this for future reference.**

## RECYCLING - EUROPE

The consumer has a significant role to play in reducing the impact of waste electrical and electronic equipment on the environment, through re-using or recycling such equipment.

The crossed out wheelee-bin symbol on this product is to remind you that Waste Electrical and Electronic products should not be disposed of with household waste. If you are unable to re-use or recycle your product it should be disposed of at a civic amenity site.

While Radica toys comply with all relevant safety standards, we are obliged to tell you that some of the components used in electrical and electronic equipment may contain hazardous substances that can damage the environment and present a risk to human health if not properly disposed of.

## 90-DAY LIMITED WARRANTY

**(This product warranty is valid in the United Kingdom only)**

All products in the **RADICA®** range are fully guaranteed for a period of 6 months from the original purchase date under normal use, against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

In the unlikely event that you do experience a problem within the first 6 months, please telephone the Technical Support team: **Tel. 0871 222 8278. Calls are charged at 10p per minute and will show up on your standard telephone bill. Helpline hours are 2pm-11pm, Monday to Friday.**

**IMPORTANT:** Always test the product with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

**THIS WARRANTY IS IN ADDITION TO YOUR STATUTORY RIGHTS.**

Distributed by:

**RADICA UK Ltd.**

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[www.radicauk.com](http://www.radicauk.com)

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PRODUCT SHAPE™

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AUTHOR OF 'THE MEMORY BIBLE' RADICA GAMES LTD.  
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